## HOUSE CONCURRENT RESOLUTION NO. 1021

A CONCURRENT RESOLUTION, Supporting the construction of an outdoor facility for Native American performing arts and competitive events.

WHEREAS, the United Sioux Tribes of South Dakota Development Corporation was organized and incorporated in the State of South Dakota in May 1970, by the nine Sioux Tribal Chairmen of that era for the purpose of fostering and promoting economic development and advocacy in South Dakota for the Sioux Tribes through efforts from the federal and state government, counties, tribes, municipalities, and other public and private organizations; and

WHEREAS, the construction of an outdoor facility is currently being planned and would be designated for the purposes of Native American performing arts and competitive cultural events, which are anticipated to provide economic and social development and benefits for the people of South Dakota, Sioux Tribes, Hughes and Stanley Counties, and the municipalities of Pierre and Fort Pierre; and

WHEREAS, this outdoor facility would be built below the Oahe Dam on or about Campground Number Three and would be operated by the United Sioux Tribes of South Dakota Development Corporation:

NOW, THEREFORE, BE IT RESOLVED, by the House of Representatives of the Eightieth Legislature of the State of South Dakota, the Senate concurring therein, that the construction of an outdoor facility for Native American performing arts and competitive events is supported and encouraged, including the authorization of land below the Oahe Dam on or about Campground Number Three to be operated by the United Sioux Tribes of South Dakota Development Corporation under an agreement with either the State of South Dakota or the United States Army Corps of Engineers.

## Adopted by the House of Representatives, Concurred in by the Senate,

March 03, 2005 March 04, 2005

Matthew Michels Kare Speaker of the House Chie

Karen Gerdes Chief Clerk of the House

Dennis Daugaard
President of the Senate

Patricia Adam Secretary of the Senate